From: David Yarnell [dyarnell@innovateteam.com]
Sent: 5/12/2014 4:42:24 PM
To: FRoberts [froberts@innovateteam.com]
CC: Glenn, William [Glenn.William@epa.gov]; Nelson, Patti [Nelson.Patti@epa.gov]
Subject: Re: Recycle City Task Items

Bill and Frank,

   Thanks, I will look into these error. Late last night I did post an update out to gitHub that should have the navigation from main City map to location and back fixed. Once the player finished a location the icon on the main City map should not be there anymore. Also, I did find an issue with the leader board and have fixed that. You should see your score post, right now it is set to the top ten. I will clear out some scores today so that we can make sure that when testing it can be confirmed that the score was posted and visible to the leader board. I also took out the slider puzzle so that it's not seen at all for the moment. I've began working on the bridge and advanced game architecture and am using the slider puzzle for that piece.

   Today I will work on knocking out some of theses errors and making sure that we the game is functioning properly. I will clear out some of the scores from the table and set the leader board to the top 50 scores so that the leader board can be thoroughly tested.

David

On Mon, May 12, 2014 at 8:19 AM, Frank Roberts <froberts@innovateteam.com> wrote:

> I also did some user testing this weekend. It appears that Bill you have the same things I note, I have flagged those things in red below..
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>
> Here is a short video of some of my user testing with my son. He was very excited about the tokens!
>
> Exemption 6 Personal Privacy
>
>
> Frank
>
> **From:** Glenn, William [mailto:Glenn.William@epa.gov]
> **Sent:** Monday, May 12, 2014 7:26 AM
> **To:** David Yarnell

Cc: FRoberts; Nelson, Patti
Subject: RE: Recycle City Task Items

Hi David,

Hope you had a great weekend! It was extra nice here in SF, though it looks like we're going to have a mini-heatwave this week!

I didn't see an update from you on Friday afternoon, but I went ahead and played through the site on a few platforms yesterday. I know there are still a number of things in process, so I figured I'd wait to update Patti and check in with you on timing before turning her loose on the site.

Here are my notes, first on any issues specific to the platforms I tried it out on so far, then overall:

Windows Vista, Chrome 34.0.1847.131m and IE 9.0.8112.16421

No specific issues

Windows 7, IE 8.0.7601.17514 and Chrome 34.0.1847.131m

Game doesn't function in IE 8 (this has always been the case – takes up the whole screen, but stuck with 'Loading game, please wait….' message). I'm figuring we'll let folks know that v9 is a minimum for IE.

iOS 7.1, Safari (on iPad)

iOS 6.1.3, Safari (on iPhone)

After finishing some scenarios, get message 'The operation could not be completed.' Hit OK, and it continues.

This was where I experienced this – but I have a feeling it's variable:

Market: All three scenarios.

Home: Solar panel scenario. (iOS6 -- none)

City Hall: None

School (iOS6): Waste-free lunch

Cafe: Hot chocolate (iOS6)

Tapping speaker icon still doesn't toggle the music. (Even though the icon visually changes when you tap it.)

First time you hit 'Next' on initial screen welcome box, nothing happens (It works the second time... the 'Start' on the second pop-up box works the first time).

On iPhone, screen still doesn't size down to fit – have to scroll up, down, left, right to see it all.

General Notes/Questions:

After finished with a location, I'm returned to the home page. The icon for the location on home page remains (I know you're working on having it vanish.) You plan play everything over again, but points don't score -- unless you pick an answer with less points, in which case your score goes down!   (This is interesting -- kind of a back-door way to go back in and try to improve your scores... but only if the icons remain in some form after play.)

Noticed that no matter which location is completed first, the Market icon goes black on the home screen. (Can't complete Café right now, since it still has the slider game as a fourth scenario, and I haven't solved it yet!)

At the café, each time one clicks on the slider game, it comes back in multiples (ie, second time there are two, third time three, etc.).

Noticed that on the home page, the pointer doesn't change from an arrow to a hand when mousing over the live location icons. Not sure why this is – it's subtly disorienting.

When I went to the leaderboard after finishing the game to post my score, it wouldn't take -- I didn't see the leaderboard at all. Had to bail out. Was sent back to a fresh game -- but I don't know if the score is there.

Getting 'woo hoo' even when getting no tokens in scenarios. We should probably differentiate based on whether the player scores points or not. Right now we're not using any other sound effects (except clicks on the 'Next' and 'Start' buttons on the intro boxes) – we should be sure we know how to add these (and how to swap out the background music) going forward.

Btw, my understanding is that clicking the sound icon toggles the music on and off, but sound effects remain. (The player would turn the sound down on their device to eliminate those.) I think this works.

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Bill Glenn

Chief, Web + Internal Communications

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From: David Yarnell [mailto:dyarnell@innovateteam.com]
Sent: Friday, May 09, 2014 7:23 AM
To: Glenn, William
Subject: Re: Recycle City Task Items

Bill,

Yes, you are correct about task 1 and task 3.

Yes, that sounds more accurate (bridge level to advanced games). I will change that in the document.

I think that is a great idea for the scoring on the slider puzzle game I will put that on the list.

thanks

David

On Thu, May 8, 2014 at 10:53 PM, Glenn, William <Glenn.William@epa.gov> wrote:

Hi David,

Thanks for laying these out. I think your ordering of the technical elements makes good sense overall. Here are a few notes/questions:

-- Since the 'Track completed locations' item (order: 1) is so closely tied into what's going on at the bridge level and advanced level (order: 3), I first wondered how they could be disconnected. But it sounds like for the purposes of giving us a full, closed system to test this weekend, you'll temporarily consider a location "complete" after the basic level is done for the purposes of taking away location icons on the main map and getting to the end-of-game functionality (order: 2). This way you can add the bridge and advanced levels while we're testing. Have I got that right?

-- Also, I'm thinking where it says 'Bridge game to advanced game' we're meaning 'Bridge level (with or without game) to advanced game'. Would that be more accurate? As we discussed, the initial version of the game we're building won't have a game yet at the bridge level (just a proceed-or-closeout message as you described) and will have the single slider game at the advanced level.

-- One thing we didn't discuss was the scoring for the slider game. I'm thinking this is at the bottom of the order (after the tweaks to the leaderboard -- order: 4), but here are my thoughts on this: If the player doesn't complete the game, they have to close out of that location without extra points. If they complete it, can they get an amount of tokens that's based on the number of moves it took? Say, under 25 moves = 6 tokens, 26-50 = 4 tokens, over 50 = 2 tokens. I realize this is a bit down the list, but I wanted to toss this out there to get your thoughts.

David, thanks for all this important planning and execution in our home stretch. I'm excited -- and Patti and I are ready to put the next iteration of the game through its paces this weekend (or whenever you give us the green light)!

Bill

P.S. I've already set up my GeoPlatform account!

Bill Glenn

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From: David Yarnell [mailto:dyarnell@innovateteam.com]
Sent: Thursday, May 08, 2014 2:40 PM
To: Glenn, William; FRoberts
Subject: Recycle City Task Items

Bill,

   Attached is a spread sheet of the items that we talked about with a brief description. If I missed any please go ahead and add them in. I put some numbers on to represent my initial thoughts on the order to complete these. Basically my thought was get a complete application built so that you folk could be testing it while I build in the architecture for the advance areas. Feel free to change it as you see fit.

Thanks

David

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